

AMENDMENTS TO THE CLAIMS

Please amend the claims as follows.

1. (Currently Amended) A computer implemented method for generating a projected object graph ~~data-structure~~, comprising:
generating a request for the projected object graph ~~data-structure~~ using a variable usage specification;
retrieving a server object graph ~~data-structure~~ using the generated request;
generating a service-side projected graph data structure representation using the generated request, the server object graph ~~data-structure~~, and a schema associated with the server object graph ~~data-structure~~; and
instantiating the projected object graph ~~data-structure~~ using the service-side projected graph data structure representation,
wherein the variable usage specification comprises a plurality states and at least one transition for an application,
wherein each of the plurality of states comprises a list of required objects and object attributes,
wherein the at least one transition comprises business logic to transition the application from one state of the plurality of states to another state of the plurality of states,
~~wherein the projected graph data structure is an object graph,~~
~~wherein the server graph data structure is an object graph,~~ and
wherein the service-side projected graph data structure representation is represented using ~~comprises~~ a hash table.
2. (Currently Amended) The computer implemented method of claim 1, further comprising:
synchronizing projected objects in the projected object graph located on the client with distributed objects in the server object graph located on a server.
3. (Cancelled)
4. (Cancelled)

5. (Cancelled)
6. (Currently Amended) The computer implemented method of claim 1, wherein the service-side projected graph data structure representation comprises an Extensible Markup Language document.
7. (Currently Amended) The computer implemented method of claim 1, wherein the service-side projected graph data structure representation comprises a serialized file.
8. (Cancelled)
9. (Currently Amended) The computer implemented method of claim 1, wherein the server object graph ~~data-structure~~ is located in a persistent data store.
10. (Currently Amended) A computer implemented method for generating a projected object graph ~~data-structure~~, comprising:
 - generating a request for the projected object graph ~~data-structure~~ using a usage variable specification;
 - retrieving a server object graph ~~data-structure~~ using the generated request;
 - generating a service-side projected graph data structure representation using the generated request, the server object graph ~~data-structure~~, and a schema associated with the server object graph ~~data-structure~~;
 - instantiating the projected object graph ~~data-structure~~ using the service-side projected graph data structure representation; and
 - synchronizing projected objects in the projected object graph located on the client with distributed objects in the server object graph located on a server,wherein the variable usage specification application comprises a plurality states and at least one transition for an application,
wherein each of the plurality of states comprises a list of required objects and object attributes,
wherein the at least one transition comprises business logic to transition the application from one state of the plurality of states to another state of the plurality of states,
~~wherein the projected graph data structure is an object graph,~~
~~wherein the server graph data structure is an object graph, and~~

wherein the service-side projected graph data structure representation is represented using ~~comprises~~ a hash table.

11. (Currently Amended) A computer network system, comprising:
 - a customer component that generates a request for a projected object graph;
 - a service component that generates a service-side projected object graph representation;
 - means for generating the generated request for the projected object graph data structure using a variable usage specification;
 - means for retrieving a server object graph data structure using the generated request;
 - means for generating the service-side projected graph data structure representation using the generated request, the server object graph data structure, and a schema associated with the server object graph data structure; and
 - means for instantiating the projected object graph data structure using the service-side projected graph data structure representation,

wherein the variable usage specification comprises a plurality states and at least one transition for an application,

wherein each of the plurality of states comprises a list of required objects and object attributes,

wherein the at least one transition comprises business logic to transition the application from one state of the plurality of states to another state of the plurality of states,

~~wherein the projected graph data structure is an object graph,~~

~~wherein the server graph data structure is an object graph,~~ and

wherein the service-side projected graph data structure representation is represented using ~~comprises~~ a hash table.
12. (Currently Amended) The computer network system of claim 11, further comprising:
 - means for synchronizing projected objects in the projected object graph located on the client with distributed objects in the server object graph located on a server.
13. (Cancelled)
14. (Cancelled)
15. (Cancelled)

16. (Currently Amended) The computer network system of claim 11, wherein the service-side projected graph data structure representation comprises an Extensible Mark-up Language document.
17. (Currently Amended) The computer network system of claim 11, wherein the service-side projected graph data structure representation comprises a serialize file.
18. (Cancelled)
19. (Cancelled)
20. (Currently Amended) The computer network system of claim 11, wherein the server object graph ~~data structure~~ is located in a persistent data store.
21. (Previously Presented) The computer network system of claim 11, wherein the customer component and the service component communication over a network link.
22. (Cancelled)
23. (Cancelled)